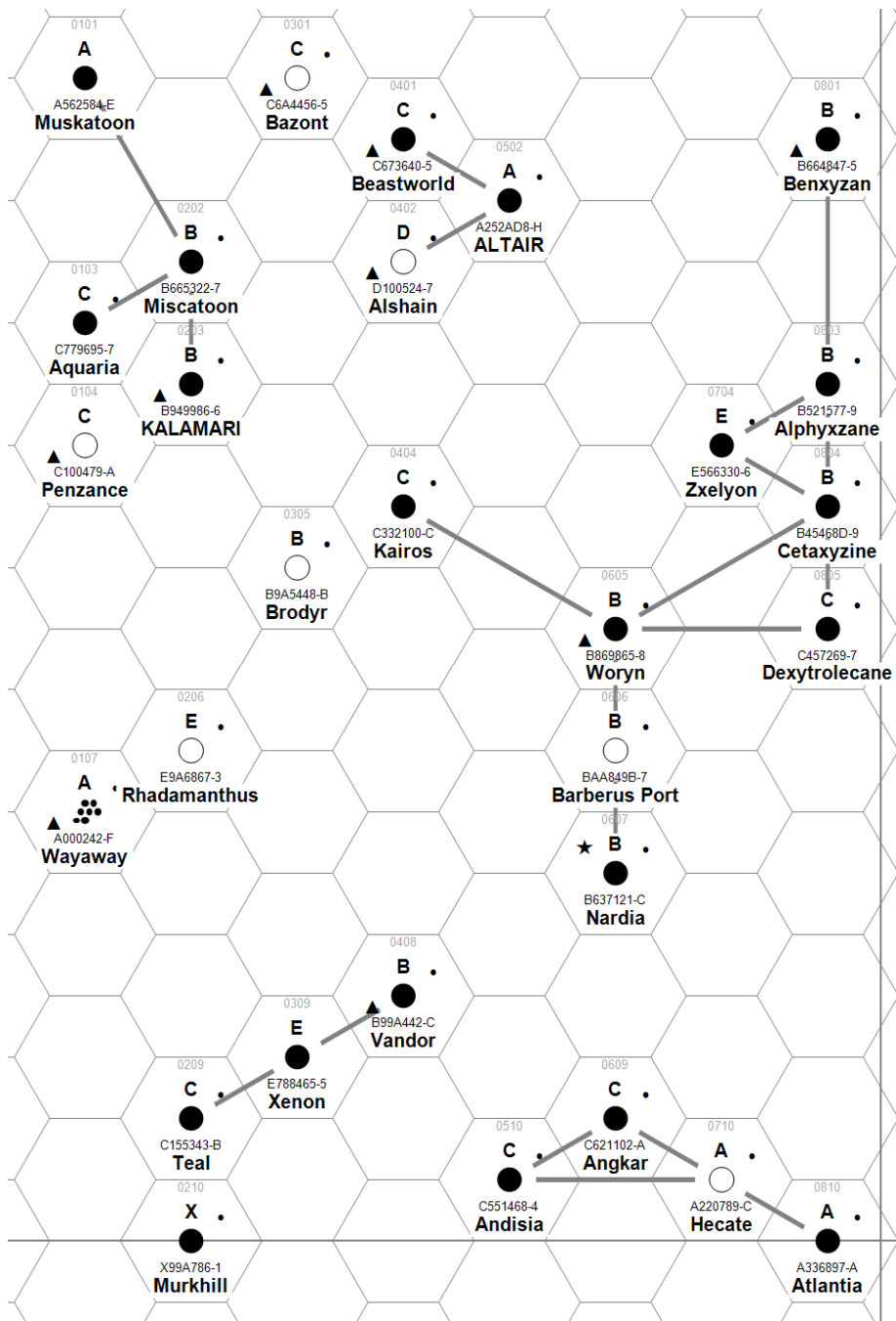


For Referees Only

Supplement 222
Murkhill Subsector

TRAVELLER
Science-Fiction Adventure ☺
in an original subsector

randyb, filz, makofan, Vile, Mighty Darci, JMiska



0101 Muskatoon A 562584-E

Starport Type A - Muskatoon Starport is the finest starport in the sub-sector, renowned for its spacious docking and building capacity, the slowness of its customs officials, and the sheer volume and in-your-face glitz of its pleasure domes and arcades (with attendant high prices). The starport is the home of the Muskatoon Imperial Shipping Co-operative (MISC for short), which builds the bulk freighters, liners, and luxury yachts for this corner of the sub-sector. Many smaller shipyards specialize in tramp freighters and other small vessels of dubious purpose. The feature everybody remembers, though, is the *Mischief*, a 10 000 ton behemoth that protects the system from any attack. Capable of a ponderous 1G maneuver, it has not sortied for battle in the more than 50 years it has been built. A right of passage for every 17-year-old is to serve one year aboard the *Mischief*, where they automatically get one roll on the Navy Personal Development table. At age 18, Muskatoon natives get a +1 DM to enlist in Navy or Marines if they choose that as their career path.

Planetary Size 5 - Approximately 5250 miles in diameter, and 16 500 miles around at the equator, with a 10 degree axial tilt. Muskatoon rotates on its axis once every 30 earth hours. Its calendar year is 350 Terran days long

Atmosphere Type 6 - Standard atmosphere, excellent for Earth-standard lifeforms. Temperatures at the equator can reach 60 Celsius during the day, with an average close to 45 Celsius. The poles can reach 0 during the summer, and as low as -80 Celsius in the winter. Prevalent mountain ranges divide the planet into definite climate regions.

Hydrographic Percentage 2 - Although oceans and lakes make up only 24% of the planet's surface areas, at an average depth of 3.1 miles, the oceans are Significantly deeper than Earth's

oceans, and life is plentiful and bountiful. With fewer than a million people, and high-tech irrigation systems, the planet can grow all the foodstuffs it needs easily.

Population Size 5 - Muskatoon has 900 000 inhabitants, 10% of whom either work for MISC or the planetary government. The starport itself has over 10 000 citizens, and the rest are mostly concentrated in the great savannahs of the temperate zone between the tropics and the polar regions. Farming, industry, and technological innovation are the major occupations

Government Type 8 - Muskatoon is governed by a complex interweaving of 537 differing civil service bureaucracies, which all have predefined tax bases and hiring practices. Examples are the Weights and Measures bureau, the Dock Inspection bureau, the Vehicle Piloting bureau, the Law Creation bureau, the Law Contention bureau, the Law Enforcement bureau, etc.

Law Level 4 - The Bureau of Personal Protection recognizes the Right to Bear Arms of every citizen. Energy weapons and automatic or semi-automatic weapons are prohibited except for the Military, or collectors who can get exemptions from the Bureau of Restricted Devices

Technological Index E (14) - One of the highest technological levels in the sub-sector, anything can be built or bought on Muskatoon, assuming you can get past the paperwork. But everybody knows there are ways to circumvent legalities or restrictions...

Notes - A rich world, Muskatoon looks heavily bureaucratized and regimented, but its Bureau of Innovation is surprisingly open-minded, and myriads of small and medium business start-ups try ideas with Bureau grants and loans that are not

yet accepted by the rest of society, and there is much opportunity between the seams, so to speak. Crime and graft is also very organized, and adventure hooks are not lacking. The Bureau of Trade and MISC jointly funded the spaceport on sparsely-populated Miscatoon so as to reach the populous worlds of Aquaria (0103) and Kalamari (0203). No organized solution has yet been found to the corsair empire on Penzance (0104), comprised of Jump-3 ships built on Muskatoon itself.

0103 Aquaria C 779695-7 Gas Giant Non-Industrial

Starport Type C - Your basic starport, with plenty of unrefined fuel mined from the system's two gas giants. This port is a bit seedier or rundown than most, as MISC Corporation from Muskatoon (0101) built the facility for trading with the high population world, but puts as little money into it as possible.

Planetary Size 7 - Aquaria has a diameter of 7200 miles and is 22 600 miles around at the equator. It has a 33 degree axial tilt and its days are 25 terran hours long. It rotates around its sun every 400 terran days.

Atmosphere Type 7 (Standard, tainted) -The oceans on this water-dominated planet give off chlorine gas vapors, forcing all inhabitants to need filter masks to live normally. Of course, the indigenous fauna have long since adapted to the unpleasant atmosphere. Any human who goes more than a day without a mask risks contracting a life-shortening breathing condition. More than a week will kill a person.

Hydrographic Percentage 9 - Aquaria is 90% water, with its largest land mass in the northern hemisphere, and then a long chain of islands extending some 1000 miles towards the equator. The ocean is heavily chlorinated, and gives off vapors of weak chlorine gas that can kill the unwary. There is a tremendous amount of water ice at both poles, in the winter

extending a third of the way to the equator

Population Size 6 - Aquaria has two million inhabitants on the northern continent, with some tens of thousand hardy souls that live on the island chain.

Government Type 9 - Aquaria's government is classified as an impersonal bureaucracy. It is governed by various MISC Corporation flunkies from Muskatoon, all in charge of a section of the continent, with various government bureaus overseeing all aspects of law.

Law Level 5 - Only low tech blades and hunting firearms are allowed on the planet.

Technological Index 7 - MISC Corporation only allows basic technology on the planet, similar to Miscatoon (0202).

Notes - This was a thriving backwater planet when MISC Corporation stumbled across it. The people do not remember their origins, and are actually pleased that an outside government has been imposed upon it, bringing trade, wealth and technology. The oceans are mostly unexplored.

0104 Penzance C 100479-A Scout Base Vacuum Non-Industrial

Starport Type C - Penzance's starport has the basics needed for trade. Only unrefined fuel available, but reasonable repair facilities are present. There is a shanty town downport, where the rival pirate factions have their factors. There is a scout base on the largest of its three tiny moons whereby MISC corporation attempts to keep an eye on the corsairs who rule the system.

Planetary Size 1 - Barely 1000 miles in diameter, and 3200

miles at the equator, this barren, cratered rock has a gravity 1/10th that of normal Terran.

Atmosphere Type 0 - With no atmosphere, most inhabitants live in huge tunnel cities built in the bottom of craters, where life-giving oxygen is extracted from the rocks. The maintenance on this process is grueling, and carried out by the dregs of society, or the many prisoners taken captive by the corsairs in their raids.

Hydrographic Percentage 0 - There is water ice at the poles, but no free standing water. Deep core drills supply the three main crater cities water.

Population Size 4 - The 12,000 people on Penzance are clustered around the three cities of North (5000 people), South (3000 people), and Plymouth (2000 people), two at the poles and one hidden in the Great Fastness.

Government Type 7 - There is no planetary government. The three pirate city-states vie for prominence.

Law Level 9 - No weapons are allowed outside the home. Corsair discipline is strict.

Technological Index A - The corsair have developed sufficient technology to mine the water and air they need, and to repair starships. They favor laser weapons and reflect armor, except for boarding, where they switch to cutlasses and flak.

Notes - The Penzance pirates are famous for their raids in their Jump-3 ships that they buy from Muskatoon (0101), which they then use to raid that planet and its tributaries. There is no sufficiently organized naval presence in the subsector to challenge their might and destroy their homes from orbit. Due to the environment, all player characters from the

environment have Vacc Suit - 1 and Zero G - 1. They also get a +2 DM to enlist in the Marines

0107 Wayaway A 000242-F Asteroid Belt, Vacuum, Low Population, Scout Base, Gas Giants

Starport Type A - Excellent quality installation. Refined fuel available. Annual maintenance overhaul available. Shipyard capable of both starship and non-starship construction present. With the small population and high technological index, the startport is a very automated arrangement. A small management staff provides a human element for the provided services.

Planetary Size 0 - Asteroid belt, the starport, Jonsu, is located on one of the larger asteroids, where about half the population reside. The rest of the population is either prospecting, or living in smaller communities or individual homes on other asteroids.

Atmosphere Type 0 - Vacuum

Hydrographic Percentage 0 - No water, of course there are plenty of ice asteroids.

Population Size 2 - 593 inhabitants

Government Type 4 - Representative Democracy. Ruling functions are performed by elected representatives. See more below.

Law Level 2 - Portable energy weapons, such as laser rifles or carbines are prohibited. Ship's gunnery is not affected.

Technological Index F (15) - The second highest technological

level in the sub-sector

Wayaway was colonized by a group of retired Scouts. Since retired Scouts may be called back to active duty, they have built their class A starport to Imperial Scout Base standards. Many of the retired scouts have converted their Scout Ships to Type J Seekers for exploiting the asteroids. The starport, scout base, and claims office is operated by a council of retired scouts who have been elected. While anyone may settle in the system, only retired scouts are eligible to be elected to the council. The current council structure is six members (moderator - Ben Harper, starport director - Johanna "Jonsu" Salomaa, scout base director - Peter Häkkänen, claims director - Laura Mosely, security director - Jenny Julia, and secretary - Hoiger Howgendoogen).

0202 Miscatoon B 665322-7 Gas Giant Non-Industrial

Starport Type B - Miscatoon starport is a good quality installation, with refined fuel available and facilities for annual maintenance and overhaul of starships. Most construction is focused on creating non-jump system defense boats. The starport itself is more a clearing port to allow the merchant ships of the two worlds Aquaria (0103) and Kalamari (0203) to band together and form *ad hoc* convoys with the MISC company escort ships (available at a price!) to protect against pirates when heading to Muskatoon (0101). For those not wishing to pay the cost of refined fuel, there is a gas giant far out in the system for refueling.

Planetary Size 6 - A medium planet, 6400 miles in diameter, and 20 100 miles around at the equator, with an axial tilt of 16 degrees. Days are 19.5 standard hours long. Miscatoon revolves around its sun once every 200 Terran days.

Atmosphere Type 6 - Standard atmosphere, excellent for

Earth-standard lifeforms, this planet is very humid due to its closer proximity to its sun than is usual for an inhabitable planet. Temperatures can get up to 70 degrees Celsius at the equator, and the poles average zero degrees at best.

Hydrographic Percentage 5 - Equal parts land and water, the planet has four mostly vertical land masses broken up by oceans. Both poles are land-covered. The planet is almost total jungle/tropical rain forest, with the far north being heavily carpeted evergreens.

Population Size 3 - There is a loose coalition of trappers and scientists in an area just beneath the starport that hovers over the south pole. These approximately 3000 people live in log or pre-fabricated cabins and trap exotic beasts and sell their furs, or sell pets to rich connoisseurs on Muskatoon (0101). Living among them are biologists searching for rare drugs, zoologists, botanists and other scientists.

Government Type 2 - There are so few inhabitants that the government is a participating democracy. Four times per year, at the trapping HQ, a session is held where difficulties are brought up and laws are made

Law Level 2 - Only terrorist weapons (explosives, gas, undiscoverable personal weapons) and energy weapons are barred on this planet, but law enforcement is almost nil, and outside the 100 mile radius from the starport above, law level might as well be zero.

Technological Index 7 - High tech does not work so well on the hot, humid planet, and thus the technology used is similar to the rough and ready devices developed during Terra's Second World War through to the 1970's

Notes - Miscatoon is a virgin planet, unexplored and hostile -

imagine the Amazon basin and rain forest multiplied 10 or 20 times. There could be untold riches, resources, medicinals, and lifeforms on the planet.

0203 Kalamari B 949986-6 Gas Giant, Scout Base Industrial

Starport Type B - Kalamari starport is a good quality installation, with refined fuel available and facilities for annual maintenance and overhaul of starships. Most construction is focused on creating non-jump system defense boats, although one-man fighters are starting to become popular. The starport itself is an architectural marvel, designed by an underwater race with the attendant 3-D thinking inherent. Half of it is only habitable by aquatic sentients.

Planetary Size 9 - Kalamari has a diameter of 9000 miles and is 28 500 miles around at the equator. It has a 90 degree axial tilt and rotates on its axis every 36 hours. It rotates around its sun every 420 terran days.

Atmosphere Type 4 (Thin, tainted) - The oxygen levels in the atmosphere are similar to those found in the high plateaus of the Terran Himalayas, and the corrosive fluoride in the air means all who live out of the water must wear protective suits with breathing masks.

Hydrographic Percentage 9 - Kalamari is 94% water, with only scattered volcanic island chains. Both poles are frozen, but wax and wane spectacularly due to the peculiarities of the planet's axial tilt.

Population Size 9 - There are 7 billion inhabitants on

Kalamari, and they almost all live on the bottom of the oceans, or in floating mid-depth cities. The sentient species is amphibious, having adapted to the necessity of fleeing the surface eons ago.

Government Type 8 - Kalamari's government is classified as a civil service bureaucracy, similar to Muskatoon's. MISC corporation is engaged in many treaties with the Kalamarians, and the ensuing tangle of bureaucratic paperwork is enjoyed by both sides.

Law Level 6 - Only low tech blades and hunting firearms are allowed on the planet. The trident is the favored weapon of the deep dwellers, although the powered harpoon and the speargun are also used.

Technological Index 6 - Tech is limited to submarines, and electronic or subsonic pulse communications. Surface ships and airplanes are currently being developed and experimented with.

Notes - This is your typical water planet with a species used to dwelling in the deep. Through contact with the Muskatoons, they are starting to discover the stars. Kalamari players are amphibious, and gain Vac Suit skill for free at start of play. The Muskatoons have a scout base on one of the large islands, which is used to provide support for the scout base on Penzance (0104), the Corsair planet

0206 Rhadamanthus E 9A6867-3 Fluid Hydrographics, Gas Giant

Starport Type E - Frontier installation. Essentially a bare spot of bedrock with no fuel, facilities, or bases present. The starport primarily serves to supply scouts from neighboring Wayaway with food they can not easily produce themselves. A small

amount of trade occurs with Brodyr which controls Rhadamanthus.

Planetary Size 9 - Approximately 9,000 miles in diameter.

Atmosphere Type A - Exotic. The atmosphere has very little free oxygen and has various other exotic compounds. The native population is able to survive in this atmosphere for a week or so with primitive equipment while standard humans will need supplemental oxygen to survive. The high protected valleys have a somewhat more reasonable atmosphere. Even in these valleys, the atmosphere is still quite unusual, but at least the plant-life produces sufficient oxygen and cleans the worst of the unusual compounds out of the air (though the air nominally is not poisonous, very long exposures however will have a detrimental affect even on the natives).

Hydrographic Percentage 6 - 60% of the world's surface is covered in oceans of very nasty water. High in the mountains, in isolated valleys, some large lakes are part of the more reasonable environment. All but one of the nine major continents are well connected and most trade is by land with a very few brave souls utilizing sailing craft.

Population Size 8 - 700,000,000 inhabitants. In the best valleys, cities ranging from several hundred thousand to a million inhabitants have developed, with perhaps 2-3 times that population outside the city. Each valley is ruled by a small cadre of people from Brodyr (TL B).

Government Type 6 - Captive Government. Ruling functions are performed by an imposed leadership answerable to an outside group.

Law Level 7 - Shotguns are prohibited.

Technological Index 3 - One of the lowest technological levels in the sub-sector, The native population of this hell hole has managed to develop weapons similar in accuracy and reliability to the flintlocks of Earth's history. In fact, the population and technology level are quite compatible with 1700s Earth. Traders utilize a native oxygen producing symbiont to enhance their ability to breathe outside the valleys.

The challenges of the environment and communication made it easy for the high-tech Brodyrians to subjugate the population.

0209 Teal C 155343-B Gas Giant

Starport Type C - A routine quality installation, Teal starport has reasonable repair facilities but no fuel refinery or shipyards.

Planetary Size 1 - Approximately 1,000 miles in diameter, Teal is a tiny rock; however, its unusual abundance of heavy metals and minerals meant gravity is almost .5G.

Atmosphere Type 5 - Standard atmosphere, though a bit thin, natives are perfectly adapted to outdoor living on Teal. Visitors are advised to avoid strenuous exertion or wear compressor masks until acclimatised.

Hydrographic Percentage 5 - Fully 50% of the world's surface is covered in water, most of which is located in a single large ocean in the southern hemisphere.

Population Size 3 - Approximately 8,000 people live on Teal.

Government Type 4 - As a representative democracy, executive power is vested in the Council of Teal.

Law Level 3 - Heavy military weapons are prohibited, but almost everything else is fair game. The citizens tend not to go about heavily armed, although most have respectable armouries in their homes.

Technological Index B (11) - Although Teal is hardly a manufacturing centre, the prevailing culture of mend-and-make-do means that a lot of well-kept technology is in evidence wherever one goes. Public transport is not a viable option with such a small population, so gravitic vehicles are the predominant means of travel.

Notes - Teal was once a much more populous world - or system, to be accurate. The unusual arrangement of the Teal-Vandor Confederation is that both worlds periodically engage in a highly ritualised duel of champions on the neutral joint colony world 0309 Xenon, with the winning side gaining a certain amount of territory on the other planetary bodies within both systems. The combat has turned into a form of mass entertainment / admonition with the aid of a device which lets viewers experience in full whatever their champion feels. Teal has been having a run of bad luck in the competition, and it has little territory left off-planet. Conspiracy theories abound, of course, but nothing has ever been proven.

0210 Murkhill X 99A786-1 Gas Giant

Starport Type X - There is not even a prepared rocky flat on Murkhill - ships land at their peril.

Planetary Size 9 - at over 9,000 miles in diameter, the high gravity of Murkhill make both planetary landings and the local flora and fauna formidable.

Atmosphere Type 9 - Murkhill's name comes from the dense,

tainted atmosphere, which not only makes breathing unpleasant but also reduces visibility significantly.

Hydrographic Percentage A - Almost the entire surface of the planet is covered in ocean. Most is relatively shallow, and there are numerous small islands rising as hills above the waters.

Population Size 7 - There are an estimated 20 million inhabitants on Murkhill, of a bewildering variety. The majority are at least amphibious, if not entirely marine.

Government Type 8 - The locals have several extremely complex systems of government, which have been designated as a civil service bureaucracy by the neighbouring Teal-Vandor Confederation primarily as a means of avoiding having to think about it.

Law Level 6 - The locals are highly aggressive, and are liable to execute any offworlders carrying firearms (or not, much of the time).

Technological Index 1 - Murkhill is the most primitive planet in the entire subsector, with very little technology of any kind. This is largely due to the difficulty in developing such in an aquatic environment, as well as the many unusual talents displayed by the natives which make much modern devices redundant.

Notes - Murkhill is a wild, exotic, and highly dangerous place for any but the most competent adventurers. The "people", the wildlife, and even the environment are liable to kill any careless traveller in short order. However, there is one draw which continues to attract treasure seekers - the legendary Ruins of Murkhill which are reputed to contain a hoard beyond imagining.

0301 Bazont C 6A4456-5 Gas Giant, Scout Base

Starport Type C - This location has a nice little starport that can provide reasonable repairs on a wide range of vessels. It does have a scout base that is quite active with a lot of traffic coming and going.

Planetary Size 6 - This planet is 5952 miles in diameter and the surface gravity is about 70% of one standard gravity. It is geologically active and has a number of active volcanoes a few of which are quite large.

Atmosphere Type A - This planet has an exotic atmosphere with about nitrogen (75%), oxygen (7%), carbon dioxide (5%), Sulfur Dioxide (5%), Methane (3%), Ammonia (3%), argon (1.8%), and then trace amounts of neon, helium, krypton, hydrogen, nitrous oxide, xenon, ozone, iodine, carbon monoxide. Since humans have been on this planet some of the simple organisms (flora and fauna) that can survive in this atmosphere have been introduced and eventually the atmospheric composition will change in combination with advanced methods being researched that will eventually remove the Sulfur Dioxide, Methane and Ammonia from the atmosphere.

Hydrographic Percentage 4 - This world with about 40% water and 60% land is very young world. This planet does have some large deserts and there are medium sized ice sheets at both poles.

Population Size 4 - At this point there are about 35,000 people with a mix of military and science personnel, along with about twenty - five man exploration teams. There are also five full 10 man scout ship teams. There are currently no

colonists.

Government Type 5 - The government has pretensions of being a Feudal Technocracy, but is in fact run by the Military governor behind the scenes. He has an agenda, but has never shared it with anyone.

Law Level 6 - All firearms are forbidden to the scientists except shotguns and stunners during exploratory trips; carrying weapons is discouraged for all except the military police and for troops that are on duty.

Technological Index 5 - Standard limited technology is currently the norm throughout the domed community.

Notes - This world has a very limited variety of life forms, mainly large pockets of plant life in the more lush areas and aquatic plants, algae, etc. So far no animal life or fish have been discovered. Several off world groups have infiltrated the scientific and military personnel and are currently fomenting unrest and each has different goals.

0305 Brodyr B 9A5448-B

Starport Type B - Coryn Starport is a good quality installation, with refined fuel available and facilities for annual maintenance overhaul of starships. The extensive Marteyn boatyards produce a wide range of solid, reliable, and above all *exciting* non-starships. Although some are exported, they are primarily used in Brodyr's extensive in-system traffic because production is relatively slow and there is a long waiting list (and, consequently, high prices).

Planetary Size 9 - Approximately 9,000 miles in diameter, Brodyr is a high-gravity world. This does not really affect locals, as all habitats are by necessity sealed and artificially

gravity-reduced. Planetside vehicles tend to be massive affairs for the same reason. Because of the great distances involved, and the lack of major population centres other than the starport, gravitic air travel is generally preferred over surface transportation. There are few notable mountain ranges, as rocks degrade quickly under the combined effects of high gravity and atmospheric decomposition.

Atmosphere Type A - As well as the excessive gravity, Brodyr's exotic atmosphere makes the planet's surface an unpleasant place to be. Occasional atmospheric firestorms regularly kill the lichen-like native lifeforms, and are a necessary part of their lifecycle in spreading spores across the continents. However, the sunsets are quite something!

Hydrographic Percentage 5 - The world's surface consist of two major continents and land bridges connecting a host of smaller land masses. The numerous shallow seas are rather scattered and spread out, with no single, large ocean as such. Most water other than springs and aquifers is quickly contaminated by atmospheric gases, but is easily purified.

Population Size 4 - With only 30,000 inhabitants, 5,000 of whom reside more-or-less permanently in orbital facilities, Brodyr relies heavily on automation and interactive media for almost every aspect of daily life. Production of vessels at the Marteyn plants is entirely robotic, with only design and administrative functions performed by human personnel. Remote working and schooling is common, as communities are highly decentralised due to the vast area of available land and the relatively low cost of long-distance transportation.

Government Type 4 - A representative democracy on such a relatively low-population world is, indeed, very representative. Locals are quick to make their displeasure known if their representatives are not seen to cater to their

wishes. This does have a tendency to produce some rather populist policy swings, unfortunately, especially with the Brodyrian's renowned imaginative and innovative mindset. Due to the highly dispersed population, most political and administrative matters are resolved over the planetary data grid.

Law Level 8 - By current popular consent, the law regulating weapon ownership and carry is extremely strict, and the largely robotic police force is quick to apprehend the inevitable offworld troublemakers who try to smuggle body pistols on-planet. There are no dangerous animals roaming the surface or the seas, and the scattered population makes the formation of a militia impractical.

Technological Index B (14) - Brodyr is one of the most technologically advanced worlds in the sub-sector. It relies on technology for everything, from basic sustenance and even survival, to education, defence, commerce, and so forth. Although Brodyr technology is thus highly sought-after on nearby worlds, it does not have an export industry as such and most production is small-scale and tailored to individual customers' needs. Worlds lacking the ability to maintain and repair high-tech devices are another barrier. The primary focus of industry is, naturally, on the labour-saving and labour-replacing devices for which the planet is renowned.

0309 Xenon E 788465-5

Starport Type E - The blasted-flat rocky plateau which serves as Xenon's starport barely deserves the name. It is primarily used as a stop-over by ships travelling between the two systems of the Teal-Vandor Confederation.

Planetary Size 7 - At approximately 7,000 miles in diameter, Xenon is a typical Terran-norm world.

Atmosphere Type 8 - The dense atmosphere makes life uncomfortable in the lowlands, although the air at the starport plateau is perfectly fine (if rather frigid). The natives, on the other hand, cannot survive at such altitude, which is the main form of security for the landing ground.

Hydrographic Percentage 8 - Much of the planet is covered in a multitude of seas, lakes,, rivers, and oceans. The remaining land masses are small, scattered, and mountainous.

Population Size 4 - About 70,000 people live on the largest island, divided into two main groups. The Seska practice a limited form of psionics with the aid of heirloom cybernetic implants. The Hommiks are a gleefully barbaric people who try to ignore the limited technology which they rely on. Both groups are antagonistic towards one another, and relations often deteriorate into open conflict.

Government Type 6 - Xenon is technically a joint colony of the Teal-Vandor confederation, but neither group has the manpower to exploit the system.

Law Level 5 - The Teal-Vandor Confederation forbids the carrying of most firearms on planet, which obviously does not apply to the native population. The main reason for the prohibition is to prevent the locals getting hold of advanced weaponry, should the two ever come into contact.

Technological Index 5 - Both Seska and Hommiks have developed a pre-atomic level of technology, but the two sides view it in very different ways. The Seska are deeply derogative of the Hommiks because of their deliberately backward ways, and have a much higher opinion of their technological superiority than they ought to. The Hommiks dislike any open show of technological devices, and aspire to a simple, crafts-

and combat-based lifestyle.

Notes - Travel outside the starport is dangerous for offworlders. Seska have an unquenchable avarice for high technology and will happily steal, kidnap, or kill to get it. Hommiks simply try to kill all foreigners (or each other, if no foreigners are to hand). Seska do trade with the occasional trader passing through, however, and so get their hands on the odd high-tech device from time to time.

0401 Beastworld C 673640-5 Gas Giant, Scout Base

Starport Type C - Beastworld's starport has the basics needed for trade. Only unrefined fuel available, but reasonable repair facilities are present. The Altairan Collective (0402) maintains the starport. Altairans trade hi-tech junk that can not be repaired for the raw goods and food that are abundant on the planet.

Planetary Size 6 - 6000 miles in diameter, this standard planet has a 15% axial tilt and varies from tropical to savannah climate, with frozen poles.

Atmosphere Type 7 - The atmosphere is breathable, but tainted with methane, corrupted this way by the Altairans to further their hegemony on the planet. Filter masks are always in demand on the black market

Hydrographic Percentage 3 - There is plenty of water on the planet, although the oceans are small and shallow

Population Size 6- The six million inhabitants are mostly clustered in the savannah areas, where all the farming and livestock raising is done

Government Type 4 - The population elect governmental

representatives for every 50,000 people, but these puppets are all controlled by the Altairan collective

Law Level 0 - The Altairans believe in survival of the fittest. Trade in weapons is a lucrative business

Technological Index 5 - The citizens have just begun to technologize, due to the Altairans arriving. Automobiles, aircraft, and explosive weaponry are just now beginning to be introduced

Notes - This world is a larder and breeding ground for the Altairan collective. The Altairans have a "Scout base" from which they mount vigilance on the world

0402 Alshain D 100524-7 Gas Giant, Scout Base

Starport Type D - Alshain is just starting to be developed by the Altairans, and the starport is a bare bones refueling site on the planet surface itself, made of pre-fabricated modules.

Planetary Size 1 - At 1000 miles in diameter, Alshain is a tiny rock. It's gravity is 1/8th of a standard Terran.

Atmosphere Type 0 - There is no atmosphere, and no oxygen, on the planet. Huge dome cities dot the surface, the breathable atmosphere within driven by high-tech deep-core processes imported from Altair.

Hydrographic Percentage 0 - Like oxygen, all water is created by the deep core technologies inside the cities.

Population Size 5 - The population of 300,000 is divided equally into six domed cities, each sponsored by an AI God from Altair. Eventually, open war will break out as each AI tries to prove its supremacy

Government Type 2 - As on Beastworld (0401), the population elect governmental representatives. In this case, three for each city. About the only thing the government can agree on is starport repair and weapon laws.

Law Level 4 - Although overt weaponization is discouraged, many citizens carry a concealed personal firearm and a good blade. In such a cruel environment, pleasure bars are violent places as the locals blow off steam, especially the canteens outside the spaceport.

Technological Index 7 - Fragile technology is too expensive to import and maintain, so apart from life-giving machinery, the technology is kept deliberately rugged and simple. AI chips are being installed in some tanks and helicopters, as the cities prepare to wage war on each other

Notes - This barren world is a fighting ground for six AI intelligences from Altair. It once had an atmosphere, and ancient technological ruins are scattered on the surface, waiting for scavenging. Small private wars are ongoing. Mercenary units will have no problem getting a ticket

0404 Kairos C 332100-C

Starport Type C - Horizon Downport is, in fact, the only settlement on the entire planet. It is located within the caldera of Mount Veritas, an extinct volcano whose rim rises above the atmospheric envelope, such as it is. Although there is no starship fuel refinery and the repair facilities are, at best, adequate, it is remarkable that such a tiny population can support a facility of such size and technological level. It is mainly constructed of pre-fabricated and low-embedded energy components.

Planetary Size 3 - At 3,000 miles in diameter, the horizon on

Kairos is quite close. There are some spectacular volcanic landscapes, though not many are still active. The world is geologically quite old, and boasts a diverse, complex, and quite dangerous native biosphere, though this is mostly restricted to the lowlands and salt lakes.

Atmosphere Type 3 - Although very thin, the atmosphere of Kairos is perfectly breathable with the aid of compressors. Conventional air travel is impractical, so gravitic vehicles are the main means of transportation for the inhabitants of Horizon to get around the rest of the planet. Rather than fly over the rim, however, the downport is connected to a largely automated facility (primarily a vehicle garage and emergency shelter) at the base of Mount Veritas via an express cargo elevator.

Hydrographic Percentage 2 - There is only one water body of any size on Kairos the Great Salt Lake. Rivers are rare, and generally feed into smaller salt lakes. Much of the landmass is covered in extraordinarily diverse primal forest.

Population Size 1 - The total population of Horizon numbers a mere 70 or so individuals. Originally part of a group of engineers and adventurers from Bordyr who came to explore what this abundant world had to offer, the current inhabitants also include second- and third-generation offspring as well as newcomers.

Government Type 0 - The inhabitants of Horizon are a diverse bunch, but none stand out as leaders, nor as willing to be led. As first generation settlers they are universally highly educated and skilled, and simply will not take orders from anyone else. Nevertheless, they are generally well able to recognise one another's expertise in different fields, so the downport manages to function remarkably efficiently (no doubt aided by the absence of any form of bureaucracy).

Law Level 0 - No government, no law enforcement, no law. Still, the "citizens" will band together for defence, and are usually rather well-armed.

Technological Index C (12) - Horizon makes a *lot* of money out of its unique resource. This, combined with an inquisitive and somewhat amoral populace, has created a situation encouraging both a robust local tech level and the ready availability of high-tech imports.

Notes - Horizon Downport was built around precisely one unusual local event - the Kairos harvest. Although the lowlands are ordinarily effectively uninhabitable due to the lethal and highly aggressive local wildlife, for a brief period of about five local days (each 19 hours long) twice a Kairosian year (213 local days), much of the fauna goes dormant, or at least morose. During this period it is possible to gather a number of useful creatures with interesting biophysical characteristics, primarily to the weapons industry. More than this, this is the time when the unique Kairos crystals can be found, which command outrageous prices throughout the subsector and beyond.

Horizon closes the planet during the harvest, and anyone attempting to land is likely to be shot down by an extensive automated defence satellite network. Nowadays the harvest is mostly carried out by robots and a growing number of autonomous drones. Horizoners see no reason to risk their necks amongst the beasts, at least not for mere profit - some still do it for fun, of course.

0408 Vandor B 99A442-C Gas Giant, Scout Base

Starport Type B - Garamonde starport is a good quality installation, with orbital shipyards capable of producing excellent non-starships. Much of the in-system space-going fleet of the Teal-Vandor Confederation were laid down here.

Planetary Size 9 - In contrast to tiny Teal, Vandor is a large planet over 9,000 miles in diameter. Native Vandorians tend to boast of their physical strength and endurance as a result, although Tealians retort by pointing out their greater grace and height in return.

Atmosphere Type 9 - The dense atmosphere of Vandor bears a taint requiring normal humans, including locals, to wear filter masks out-of-doors.

Hydrographic Percentage 9 - Almost 90% of the surface of Vandor is covered in deep oceans. Most settlements except the Garamonde downport are floating habitats, capable of submerging fully to escape the rare but destructive storms which sometimes ravage the surface.

Population Size 4 - According to the latest census, 43,207 persons can claim Vandor citizenship, about half of whom actually reside on offworld territories in the 0209 Teal system.

Government Type 4 - As a representative democracy, executive power is vested in the Council of Vandor.

Law Level 2 - Wepon restrictions on Vandor are quite lax, with only portable energy weapons attracting police attention.

Technological Index C (12) - Vandor has a slight edge on Teal in technology, a fact which the Council often points to when conspiracy theories arise due to their side's streak of luck in winning the periodic ritual duels which are fought in lieu of wars of territorial acquisition. This also allows Vandor to

maintain its scout base, supplied with imported starships upgraded to paramilitary standards.

Notes - Vandor is one half of the Teal-Vandor confederacy, consisting of the two titular star systems and the neutral joint colony of Xenon, which serves as the battleground for the periodic combats of champions and little else. The confederation sees this form of conflict resolution as supremely civilised, and ensures that all citizens are aware of the full horror of life-or-death struggle through sensory transmission of the fighters' experiences. There are those, of course, who simply see it as an opportunity for vicarious thrills.

0502 Altair A 252AD8-H Gas Giant

Starport Type A - Altair starport is the most advanced facility in the subsector. Its shipyards are capable of producing highly advanced starships like their pursuit ships and deep space vessels (DSVs), although the great majority of production is in the form of lower-tech civilian starships for export to friendly neighbouring systems. The starport features the subsector's only beanstalk, connecting the downport and highport and allowing a vastly greater transfer of goods and personnel through the gravity well than is possible on other worlds.

Planetary Size 2 - The planet itself is small, at just over 2,000 miles in diameter, with extremely low gravity - which suits the massive industrial complex of the Altairans just fine.

Atmosphere Type 5 - The thin but otherwise standard atmosphere would naturally disperse into space if left to its own devices, but advanced atmospheric processors maintain it at this level.

Hydrographic Percentage 2 - There are three small oceans on

the planet, which is generally rather arid, covering about 20% of the surface.

Population Size A - Cloning, cyberisation, and a highly advanced system of food production, medicine, and housing allows Altair to support a massive population of over 37 billion people.

Government Type D - Altair is ruled by its A.I. 'god', whose commandments are obeyed without question or hesitation - literally, as it is in constant speed-of-light communication with all of its subjects.

Law Level 8 - It is common for Altairans to carry knives which double as multi-purpose toolkits (and which are highly sought-after as trade items), but no other weapons are permitted on planet.

Technological Index H (17) - Altairan technology is far beyond anything else in the subsector.

Notes - Before the Fall of Man, the Collective was a Blusunn Megacorporate sponsored agenda to terraform the Altairan region of space for human colonization and habitation. To this end, 2,000 employees were genetically modified to maintain the various A.I. Machines in place upon hostile worlds that would guide the process of change. With the lack of communication and guidance during the Fall, the Collective took on new directives more guided toward their survival. Guided by experimental A.I. formulated gene mapping, further genetic manipulations were performed upon the surviving populace and these results were carefully cloned and refined into a strictly controlled breeding program that would ensure a genetically diversified population.

The results were a hardy (+1 STR, +2 END) species capable of

thriving in thin and/or tainted atmospheres as well as human baseline environments. Their brains had been reconfigured with nanite technology to communicate over large distances via radio waves, and as a by-product, also enjoy a heightened artificial group intelligence on a semi-subconscious level. This group intelligence manifests itself as an intuition or awareness not unlike psionic ability.

The Altairans revere technology, specifically their A.I. 'god', without whom they would not exist. Their religion is one of mathematics and logic, of oneness and unity, and it is said their clerics of this faith can indeed perform miracles. Skeptics among the Free States League researchers insist that their abilities are nothing more than programmed nanite machinations. However, this, in and of itself, is remarkable and well beyond the technological norm of known space.

The Collective is regarded by the Free States League as a hostile or dangerous species, by virtue of the wide spread dominance of artificial intelligence in their culture. Though skirmishes between the two powers is common, neither side is yet committed to outright warfare. The Muskatoon hegemony and the Teal-Vandor Confederacy, however see vast profits in forming an allegiance with the collective, if for no other reason as to gain one more ally against the so called "Tyranny of Leaguers".

0510 Andisia C 551468-4

Starport Type C - Routine quality installation. Only unrefined fuel available. Reasonable repair facilities are present.

Planetary Size 5 - 5000 miles diameter

Atmosphere Type 5 -Thin

Hydrographic Percentage 1 - 10%

Population Size 4 - 90,000

Government Type 6 - Captive Government

Law Level 8 - Long bladed weapons (all blade weapons except daggers) are strictly controlled. Open possession in public is prohibited. Ownership is, however, not restricted.

Technological Index 4 - Earth circa 1900-1920.

Notes - Originally an interstellar colony from 0710. When that world destroyed itself in an ecosystem-wrecking global war, this colony was not yet fully self-sustaining and collapsed. Re-contact from the survivors on Hecate (0710) has led to small amounts of trade between the two. The colonial governance was reestablished as a condition for resuming support of the population. Technological uplift has been slow in coming.

Trade codes: Non-industrial, Poor

0605 Woryn B 869865-8

Starport Type B - Good Quality Installation. Refined Fuel Available. Annual Maintenance overhaul available. Shipyard capable of constructing starships and non-starships present. Scout base present.

Planetary Size 8 - 8,241 miles

Atmosphere Type 6 - Standard

Hydrographic Percentage 9 - 90%

Population Size 8 - 187,455,612 (survey of 445 census est.)

Government Type 6 - Captive Government. Ruled by the *Nardea Free States* (0607)

Law Level 5 - Personal concealable firearms prohibited (fine), military grade weapons, light assault weapons, explosives, portable energy weapons, chemical weapons outlawed, Possession outside of *Starport Customs Zone* punishable by an extended prison sentence (5-15 years first offense), Class-A Felony. Any imported pharmaceutical or drugs prohibited (roll 5-), Punishable either as a Class C Misdemeanor (fine 😊 or Class B Felony (Prison or jail sentence up to and including 1-2 years, 9+)

Technological Index (8) - Air Rafts, Grav Carriers manufactured on planet. Fusion Non-starship spacecraft can be constructed by local firms. Starships constructed or repaired only with the prior approval of the *Nardea Free States*. With a law level roll of five or less (5-) a Construction or Maintenance Permit costing 10,000 cr is required prior to any local shipyards receiving clearance to construct, or repair, said Starship. Naturally a black market exists.

Notes - *Woryn* was captured just eleven years ago by the *Free States of Nardea* after a border dispute erupted into a short sharp war after the *Woryn Republic* refused to allow *Nardean Warships* free transit, and docking privileges through the system in accordance with the *Free States Convention on the Laws of the Space* (FSCLS), also called the *Law of the Star Convention* or the *Law of the Space treaty*. This is the interstellar agreement that resulted from the *Second Free States Conference on the Law of the Space* (SFSC II), which took place between 421 and 427 FSL. The *Law of the Star Convention* defines the rights and responsibilities of nations with respect to their use of the solar systems suns, planets,

moons, asteroids, oceans, and clouds. Further it establishes guidelines for businesses, free trade, free navigation, the environment, and the management of natural resources in claimed territories. This also includes provisions for sharing resources in unclaimed territories using a claim system where deeds to new claims are filed and recorded in the capital city of *Araniyia* on *Nardea*, where the claims are first verified (sometimes though a lengthy negotiation process) , and then distributed to all governments in the subsector.

Woryn is a (RI) rich world that exports minerals, gems, manufactured goods, as well as aquacultural products, and fresh water.

0606 Barberus Port AA849B-7 Gas Giant

Starport Type B - Good Quality Installation. Refined Fuel Available. Annual Maintenance overhaul available. Shipyard capable of constructing starships and non-starships present. Scout base present.

Planetary Size A (10) - 10,323 miles

Atmosphere Type A - Exotic

Hydrographic Percentage 8 - 82%

Population Size 4 - 78,324 (survey of 445 census est.)

Government Type 9 - Impersonal Bureacracy. Government by Agencies which are insulated from the governed.

Law Level B (11) - Private ownership of any weapons outlawed, Possession outside of Starport Customs Zone punishable by an extended prison sentence (20 years hard labor, first offense), Class-A Felony. Any imported

pharmaceutical or drugs prohibited (roll 11-), Punishable either as a Class C Misdemeanor (fine 3-) or Class B Felony (Prison or hard labor sentence up to 5-15 years, 4+)

Technological Index (7) - Pulse Lasers, Hovecraft, Non-Starships (spacecraft) manufactured on planet.

Notes - First settled in the year -4 FSL (also known as 4 PFSL) by *Milo Redkin* and his weary band of war refugees during the great land rush, and prior to the existence of the Free States League the colony almost died in it's first year when hostile native animals overran the oxygen generation plant that had been setup to support the colony. Never a starfaring nation, the colony at first just barely subsisted, and then finally thrived, but only after traders from *Nardea* came to visit in 37 FSL did the colony finally send citizens and diplomats back out into space to trade with neighboring star systems. This is a temperate world, but with entirely too much nitrogen in the atmosphere, and not enough oxygen, necessitating the use of oxygen tanks when outdoors outside of the custom designed subterranean domes that serve as cities and towns for the human population. Always friendly with the Nardeans, the Barberus citizens became signatory to the *First Free States Convention* in 121 FSL, and have been good allies of the Nardeans ever since.

The local starport is owned completely by Nardean Mega-Corporations, and any spacecraft or starships are granted permission to repair, refit or be constructed on a roll of 3+ otherwise a maintenance or construction license costing 10,000 cr is required, not from the planetary government, but from the Starport Administrative Offices. Note: specific parts or ships subsystems in the shipyards are only available on a roll of 8+ otherwise, the parts have to be ordered from Nardea and will take anywhere from 2-4 weeks to arrive.

Trade Classification: **NI** Non-Industrial

0607 Nardea B 637121-C Gas Giant, Naval Base

Starport Type B - Good Quality Installation. Refined Fuel Available. Annual Maintenance overhaul available. Shipyard capable of constructing starships and non-starships present. Major Naval Base present.

Planetary Size 6 - 6,941 miles

Atmosphere Type 3 - Very Thin

Hydrographic Percentage 7 - 71%

Population Size 1 - 68 (survey of 445 census est.)

Government Type 2 - Participating Democracy. Three Great Families. One person. One vote.

Law Level 1 - Stealth Weapons, Weapons of Mass Destruction, Explosives, and Chemical Weapons Outlawed. Punishment for being caught for possessing any of these weapons outside of the designated Starport Customs Zones is the death penalty. No other laws are applicable and the Nardeans prefer to resolve their internal disputes in direct personal duels to the death accompanied by an even number of witnesses (6 each) who pledge to attest for the victor.

Technological Index (C) 12 - Combat Armor, Model 6 Computers, Grav Belts, Drives L-N, Primitive Autonomous Robots, although citizens are free to take husbands and wives from Nardea or any other system, almost all *Nardeans* have clones (from either *Altair*, *Muskatoon* or *Wayaway*) and additional extended husbands, wives, and children on other

planets both within the *Free States League*, and elsewhere in the subsector.

Notes - First settled 449 years ago in the great land rush Nardea was settled by three great families the *Brenma*, the *Vimma*, and the *Julmin*. Almost a picture perfect world, the three families discovered an ancient alien race that were once starfarers who shared some of their technologies with them, so they established a dominance in trade very shortly after arriving. The New Nardians, with the help of their alien friends became renowned for their unique combat armor, and their unique retro but very loyal robots, and sell or trade these with other nations. The Three great corporations hire extensively on other planets, pay well, and have built great automated trade and mining ships that ply the subsector seeking out new resources or trade opportunities. *Nardea* also builds fairly advanced warships, however these are no match for any of the starships from *Altair*.

Little is known of the aliens from Narda except that they allow the three great families to represent them in all negotiations regarding *Nardea*, the *Free States League*, and the *Subsector*.

Trade Classification: NI Non-Industrial IC Ice-Capped

0609 Angkar C 621102-A

Starport Type C - Routine quality installation. Only unrefined fuel available. Reasonable repair facilities are present.

Planetary Size 6 - 6000 miles diameter

Atmosphere Type 2 - Very thin, tainted

Hydrographic Percentage 1 - 10%

Population Size 1 - 90

Government Type 0 - No government structure. In many cases, family bonds will predominate

Law Level 2 - Portable energy weapons, such as laser rifles or carbines are prohibited. Ship's gunnery is not affected

Technological Index A (10)

Notes - This is the Imperial retreat for the Atlantian (0810) Imperial family. The population listed is the permanent staff of the retreat. The starport fuel limitation is for trading vessels; refined fuel is available for Imperial starships and non-starships. The trade routes with Andisia (0510) and Hecate (0710) are for bringing in goods and material in excess of the capacity of the local automated maintenance systems.

Over the past 2-3 generations, the Emperors from 0810 have increasingly maintained their residence here instead of "back home". This has further insulated the Imperial Throne from the people and strengthened the bureaucracy's hold.

Trade codes: Non-industrial, Poor

0704 Zxelyon E 566330-6 Gas Giant

Starport Type E - Zxelyon has a small starport built by a small black market trading outfit (pirates) and the landing field is a semi-level clearing that has been expanded by the felling of trees and burning of stumps.

Planetary Size 5 - Zxelyon is a little over 5000 miles in diameter and has less than half of one standard gravity. Due to the low gravity and very active tectonics there are many tall rugged mountain chains.

Atmosphere Type 6 - The atmosphere is standard breathable air at the low end of standard normal pressures and make exertion difficult for any off-worlder who is not acclimated to it.. The air is warm and moist over the entire planet, due to a bit higher than normal CO₂ level and other greenhouse gases.

Hydrographic Percentage 6 - Zxelyon has a large world circling ocean, with one large continent and seven much smaller continents and numerous small islands. Roughly a third of the islands are volcanic in origin.

Population Size 3 - This planets population has not been here long, They number about 8500 and are the lifeboat survivors of a crashed colony ship. They come from outside known space and are not related to anyone of this sector of space. They have a short coat of dark hair, are around five feet tall, slender and very strong, they are partly arboreal and can move rapidly through the trees of this world. They have spread out into seven small villages and are starting to breed rapidly.

Government Type 3 - They are ruled by an Oligarchy. They are located in a main and largest village with the six smaller villages spaced around it in an expanded circle. Each village is ruled by a house of the Oligarchy with the main Oligarch in the main village.

Law Level 0 - They have little in the way of laws or enforcement outside of the Oligarchs men. They are well armed with the spoils of the crashed colony ship and ordinary people only have what they need to contend with local fauna.

Technological Index 6 - They have a moderate level of technology salvaged from the crashed colony ship and are

using electricity from the small fusion reactor in each lifeboat. The databases in the lifeboats contain a lot of technology that will be out of their reach until they are able to expand and grow a manufacturing base and scientific community.

Notes - These survivors are holding the pirates at bay with superior weaponry for the time being and they do breed rapidly and reach maturity fairly rapidly. They are in need of contact with someone other than the pirates as an ally while they grow. They are shrewd and capable and not easily fooled. They have recently been contacted by the Benxyzanik people from 0801 Benxyzan and the real question is whether or not these two people develop a lasting friendship and alliance or are just using each other for short term gains.

0710 Hecate A 220789-C

Starport Type A - Excellent quality installation. Refined fuel available. Annual maintenance overhaul available. Shipyard capable of both starship and non-starship construction present.

Planetary Size 2 - 2000 miles

Atmosphere Type 2 - Very thin, tainted

Hydrographic Percentage 0 - No free standing water

Population Size 7 - 10,000,000

Government Type 8 - Civil Service Bureaucracy. Ruling functions are performed by government agencies employing individuals selected for their expertise

Law Level 9 - Possession of any weapon outside of one's home is prohibited

Technological Index C (12) - Highest technological level in the cluster. Starships and non-starships up to 2000 tons (Drive code N) can be constructed. Grav vehicles are common; grav belts are the latest in luxury transport.

Notes: Habitable member of a co-orbiting pair of worlds. (Like the Earth and Luna, only both bodies are larger than those.) The larger is X 8B3000-0. The inhabitants of the main world are the survivors of a centuries-past global war on the larger world, conducted with nuclear, biological, and chemical weaponry that devastated the ecosystem and rendered the planet uninhabitable. Interplanetary colonies on the (now) main world watched with horror as their home world self-destructed, unable to take any meaningful action in response. Some rescue efforts in the immediate post-war period were successful, but nothing short of full terraforming (still beyond their technological reach) will restore their home world to habitability.

Trade codes: Non-agricultural, Poor

0801 Benxyzan B 664847-5 Gas Giant, Scout Base

Starport Type B - Benxyzan starport is a quality installation, with an abundance of refined fuel available and excellent facilities for annual maintenance and overhaul of starships. While most construction is used to create non-jump system defense boats, an upgrade to the facility is underway to start producing their own starships and increase their fleet. Up to this point that have maintained cordial relations with the Scout base in their midst, while privately that want it to leave and they work toward that end.

Planetary Size 6 - A medium sized planet at about 6200 miles in diameter with an extraordinarily strong magnetic field. This

planet is quite dense and the gravity is a bit higher than would otherwise be expected at 85% of standard levels. Their day is 26 hours in length and their year is 301 of their days in length. The axial tilt is 8 degrees.

Atmosphere Type 6 - They have a standard atmosphere with a higher pressure than would otherwise be expected and is easily breathable without discomfort for most.

Hydrographic Percentage 4 - This world has four large continents and numerous islands. It is quite wet, although the world's oceans only occupy about 45% of its surface.

Population Size 8 - Benxyzan has a population of about 98,000,000 and it is growing as off world opportunities have opened up and emigration is proceeding rapidly and proven fertility is one of the criteria. There are about 5 million people spread across the other planets in this system. A terrible time of plague for a period of over 120 years has kept the planetary population low and only in the last 150 years have they truly rebounded from those times.

Government Type 4 - The government is a representative democracy and transitions are peaceful. These people have a love of order and a very elaborate system of social conventions.

Law Level 7 - Most personal weapons are allowed, but only those out in the wilderness and law enforcement are permitted to use shotguns.

Technological Index 5 - This world has an abundance of metals ranging from iron and copper to gold, silver and platinum among others. This world (and this system) is one of the most metal rich parts of the entire sector and as are a couple of nearby systems. Naturally formed gems are found in

abundance and trade for rare and exotic gems is booming.

Notes - The Benxyzanik people are native to this world, they are very intelligent and quite shrewd. They had achieved space travel and had colonized several of the planets here in their home system before outside contact. When the first scout ship arrived they reluctantly agreed to a Scout base; however, they are using it to gain access to advanced technology and were able to obtain a few star ships and have now colonized several nearby star systems. They maintain a military presence at all inhabited planets and around the gas giants, as they do believe that outsiders should pay for fuel. They are passionate in their hatred of pirates and are seeking an alliance with the survivors found on 0704 Zxelyon in order to prevent pirates from having a foothold in a nearby system and to gain access to the advanced technologies that those survivors possess. this race is unrelenting in their desire for complete independence and their pursuit of advanced technology. They are capable of being very ruthless in achieving their ends. They are very human in appearance with a few surgical alterations they can pass for human.

0803 Alphyxzane B 521577-9 Gas Giant

Starport Type B - Alphyxzane is a base built by the Benxyzanik people from 0801 Benxyzan to establish a presence in this system. Their first priority was to build a starport and it is a quality installation, with an abundance of refined fuel available and excellent facilities for annual maintenance and overhaul of star ships. While most construction is used to create non-jump system defense boats, there is a planned upgrade to the facility as is being done to the starport on the home planet.

Planetary Size 5 - This is a medium sized planet about 5200 miles in diameter and it has a low enough gravity that

several steps have been taken to maintain strength and bone density.

Atmosphere Type 2 - The atmosphere is very thin and is tainted and requires filter to breath. A number of atmospheric compressors provide a breathable mix for the outpost.

Hydrographic Percentage 1 - This is a very dry desert world with no native life.

Population Size 5 - This base has a population of about 120,000 and is mostly volunteer.

Government Type 7 - Uncharacteristically this base currently has a number of different factions, some loyal to the home planet and some that are not.

Law Level 7 - Most personal weapons are allowed, but only law enforcement are permitted to use shotguns. However, most factions have managed to get their hands on most weapons including shotguns.

Technological Index 9 - One of the factions found some ruins near the base and it contained remnants of technology greater than what the home world possesses.

Notes - Of the nine competing factions, two have learned of this technology and are seeking to control it. Some have dreams of toppling the government of the home world. A showdown is looming in the future and one group thinks that they may have finally succeeded in warning the home planet. What they don't know is that loyal citizens of the home world now living on 0804 Cetaxyzine have recently found similar ruins in a previously unexplored area and the home world is busily studying it.

0804 Cetaxyzine B 45468D-9 Gas Giant

Starport Type B - Cetaxyzine was colonized by the Benxyzanik people from 0801 Benxyzan. Their first priority was to build a starport and it is a quality installation, with an abundance of refined fuel available and excellent facilities for annual maintenance and overhaul of star ships. While most construction is used to create non-jump system defense boats, there is a planned upgrade to the facility as is being done to the starport on the home planet.

Planetary Size 4 - This is a medium sized planet about 4200 miles in diameter and is very dense resulting in a greater than expected gravity making it very habitable for these people at 80% of standard levels. Their day is 22 hours in length and their year is 340 of their days in length. The axial tilt is 13 degrees.

The planet has massive ice sheets over two miles thick covering both poles.

Atmosphere Type 5 - The atmosphere is denser than expected and is very breathable at about 78% of standard pressure at sea level.

Hydrographic Percentage 4 - This is a wet world having three major continents (five if there were no ice sheets at the poles) and numerous islands. The world has very active tectonics and has many volcanoes.

Population Size 6 - This colonized world currently has a population of about 5 million and large families are encouraged.

Government Type 8 - The government is a Civil Service Bureaucracy but a transition to a Representative Democracy is planned.

Law Level D - Citizens are not permitted to have weapons although the military, police and the elite exploration units do have what they need. Citizens are very unhappy with the Bureaucracy, which is why the transition is planned.

Technological Index 9 - Some elite exploration teams have found some ruins on a northern continent that is partially glaciated and it contains many remnants of technology greater than what the home world possesses.

Notes - This world is the equal of the home world in many ways and the population is happy to be here and grateful for being chosen to emigrate. They are chaffing under the Bureaucracy and want the freedom they were used to at home. Full sharing of the finds by the exploration units are being made with the home world.

0805 Dextrolecane C 457269-7 Gas Giant

Starport Type C - This world has only recently been discovered is pure frontier. The starport consists of a single building set in the middle of a plain near a sizable river. It is a place to land and so far nothing more. The small population is working to prepare for the first colony ship from 0801 Benxyzan.

Planetary Size 4 - This world is about 4100 miles in diameter. This is a low gravity world and prospective colonists are undergoing a rigorous screening process. There are small ice caps at both poles and they have substantially melted leading to the current high water and small land surfaces.

Atmosphere Type 5 - The air hear is thin but breathable at about 70% of one standard atmosphere.

Hydrographic Percentage 7 - The oceans are about 68% of the surface area and there are 12 small continents and numerous islands.

Population Size 2 - The current population of military personnel numbers 853 as this is a very new outpost soon to become a colony.

Government Type 6 - This will be a colony (Captive Government) for some time to come.

Law Level 9 - Currently private citizens are not permitted to have any weapons; however, as all personnel are currently military, all are armed.

Technological Index 7 - Preliminary identifications are that they are ruins on this planet also and there is advanced technology to be found.

Notes - This world is ripe for exploitation and the Benxyzanik people from 0801 Benxyzan are proceeding with plans to do so quickly.

0810 Atlantia A 336897-A

Starport Type A - Excellent quality installation. Refined fuel available. Annual maintenance overhaul available. Shipyard capable of both starship and non-starship construction present.

Planetary Size 3 - 3000 miles

Atmosphere Type 3 - Very thin

Hydrographic Percentage 6 - 60%

Population Size 8 - 900,000,000

Government Type 9 - Impersonal Bureaucracy. Ruling functions are performed by agencies which have become insulated from the governed citizens.

Law Level 7 - Shotguns are prohibited

Technological Index A (10) - Starships and non-starships of up to 1000 tons (Drive code H) can be constructed. Grav vehicles are common among those who can afford them.

Notes - While this world is ostensibly an Empire, complete with hereditary Emperor, the actual functions of government are carried out by members of the Emperor's large extended family who hold all of the major offices (and many minor ones) in a large, Byzantine bureaucracy. While the public possession and carrying of firearms (except by agents of the government) is prohibited, the carrying of long bladed weapons is both common and accepted. Multiple, sometimes rival schools of melee combat (armed and unarmed) are prominent, especially in urban areas. A *code duello* is explicit law; legal duels must have a government witness present. Illegal duels are at least as common, and the crime of illegal dueling is a non-capital offense.

Also noteworthy is the level of belief in the paranormal among the population, especially those outside of urban areas, with known examples of individuals possessing paranormal ability. Such persons tend to be found outside of the major urban areas as well. (While the population is not quite high enough to have the chance of a Psionics Institute, individuals with developed psionic ability can be located. Depending on reaction rolls, negotiated fees, etc., one such can be engaged as a mentor if the student's psionic talent(s) match(es) the mentor's own.)

UWP

0101 Muskatoon A 562584-E
0103 Aquaria C 779695-7 Gas Giant
0104 Penzance C 100479-A Scout Base
0107 Wayaway A 000242-F Gas Giant, Scout Base
0202 Miscatoon B 665322-7 Gas Giant
0203 Kalamari B 949986-6 Gas Giant, Scout Base
0206 Rhadamanthus E 9A6867-3 Gas Giant
0209 Teal C 155343-B Gas Giant
0210 Murkhill X 99A786-1 Gas Giant
0301 Bazont C 6A4456-5 Gas Giant, Scout Base
0305 Brodyr B 9A5448-B Gas Giant
0309 Xenon E 788465-5
0401 Beastworld C 673640-5 Gas Giant, Scout Base
0402 Alshain D 100524-7 Gas Giant, Scout Base
0404 Kairos C 332100-C Gas Giant
0408 Vandor B 99A442-C Gas Giant, Scout Base
0502 Altair A 252AD8-H Gas Giant
0510 Andisia C 551468-4 Gas Giant

0605 Woryn B 869865-8 Gas Giant, Scout Base
0606 Barberus Port B AA849B-7 Gas Giant
0607 Nardia B 637121-C Gas Giant, Naval Base
0609 Angkar C 621102-A Gas Giant
0704 Zxelyon E 566330-6 Gas Giant
0710 Hecate A 220789-C Gas Giant
0801 Benxyzan B 664847-5 Gas Giant, Scout Base
0803 Alphyxzane B 521577-9 Gas Giant
0804 Cetaxyzine B 45468D-9 Gas Giant
0805 Dextrolecane C 457269-7 Gas Giant
0810 Atlantia A 336897-A Gas Giant